



2025 Farm Rules

Host: Sunrise Little League

All Little League Blue Book Rules apply with supplemental preapproved rules listed.

Weekday games will begin at 5:00pm and 5:30pm.

***No new inning after 1 hour 45 minutes

(Coaches can determine shorter game time if necessary)

See Sunrise Little League website calendar for details.

Team Snack Bar Shifts - All Away Teams will be responsible for providing a volunteer to work the snack bar during the game. Snack Bar shifts begin about 30 minutes before the game start time and may extend up to 30 minutes past the end of the games.

Providing snack bar help is not negotiable & games will be held until a volunteer is provided.

Home Team will be responsible for setting up and grooming the field before the game.

Home Team will be responsible to providing a score keeper.

Away Team is responsible for taking down and grooming the field after the game.

Both Teams and Fans are responsible for cleaning up their dugouts & stands after each game.

*****Sportsmanship and Courtesy is MANDATORY for all.**

Playing Rules

50% Minimum play rule for all players and all divisions.

Major/Minor A/Farm/Rookie Divisions - No player shall play more than 2 innings in the same position. **This includes the pitcher and catcher position.**

Five Run Rule for All Divisions of Play – In the event that the fifth run comes across the plate during a play, the play may be continued until its end, but no further runs shall be counted.

*Continuous batting order is in effect on all fields

*No bunting

Pitching & Restrictions

Pitch count **is** in effect for all player pitch divisions, ***pitch count sheets are always to be used*** during games.

See 2025 Little League Rule Book for total pitch count and days of rest.

Farm – no league age 10 years may pitch in the farm

- No walks and No Hit By Pitch (HBP) walks

- 4 straight balls pitched, goes to automatic coach pitch for remaining pitches

- If no hit or out after 5 kid pitches, the hitter's pitcher strikes carry over to coach pitches

(ex. 0 player strike thrown = 3 coach pitches, 1 player strike = 2 coach pitches, 2 player strikes = 1 coach pitch)

Stealing

- Players can steal 1 base at a time. (first base to second base or second base to third base)

- In order to steal:

1. Clean catch by catcher.

2. Ball falls within arm's reach of catcher while catcher is in the squat.

- No stealing of home

- No advancing on base path on pass balls or overthrows

If there is no assigned umpire for the game, Team Managers are responsible to determine who will be the umpire prior to the game.